

In this section, the examiner will ask you to play a selection of exercises drawn from each of the four groups shown below. In addition there is a fill exercise which you will play using the designated backing track on the CD. You do not need to memorise the exercises (and can use your book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns. Groups A-D should be played at  $\sqrt{\phantom{a}} = 70$ .

#### **Group A: Single Strokes**

1. In eighth notes



2. In triplet eighth notes



### **Group B: Double Strokes**

1. In eighth notes



#### **Group C: Paradiddles**

1. Standard paradiddle in sixteenth notes



## **Group D: Triplets**

1. Standard triplet in eighth notes



## Group E: Fill

In the exam you will be asked to play the three bar groove shown below followed by one of the notated fills chosen by the examiner. You will perform this exercise in the exam to the backing track on the CD.

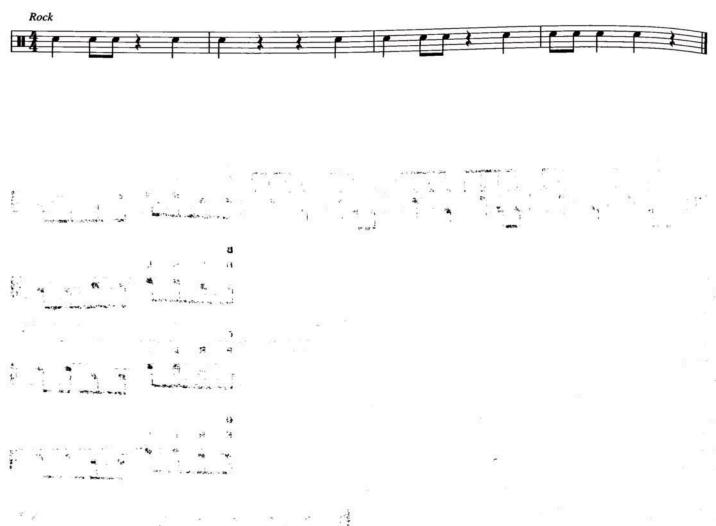


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# **Sight Reading**

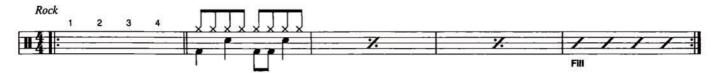
In this section you have a choice between **either** a sight reading test **or** an improvisation & interpretation test (see facing page). Printed below is the type of sight reading test you are likely to encounter in the exam. The piece will be composed in the style of either rock or blues. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome. The tempo is  $\frac{1}{2} = 60$ .



## Improvisation & Interpretation



Printed below is an example of the type of improvisation & interpretation test you are likely to encounter in an exam. You will be asked to play an improvised groove to a backing track played by the examiner on a CD. An initial groove of one bar will be notated and you should include a fill at the end of the four bar sequence. You will be allowed 30 seconds to prepare and the examiner will set the tempo. You will then be allowed to practise through one playing of the test on the CD before playing it a second time for the exam. This test is continuous with a one bar count in at the beginning and after the practice session. The tempo is  $\frac{1}{2} = 80$ .





There are two ear tests in this grade. The examiner will play each test to you on CD. You will find one example of each type of test you will be given in the exam printed below.

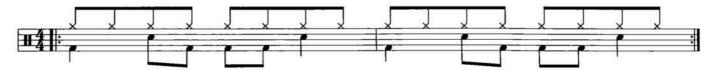
### **Test 1: Fill Recognition**

The examiner will play you one bar of snare drum fill twice on a CD and you will then be asked to play it back. You will then be asked to identify the fill from the two printed examples shown below. The tempo is  $\sqrt{\phantom{a}} = 70$ .



#### **Test 2: Groove Recall**

The examiner will play you a two bar drum groove repeated on a CD twice. You will be asked to play back the groove as you have heard it on the CD. The tempo is  $\sqrt{\phantom{a}} = 80$ .



# **Technical Exercises**

In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

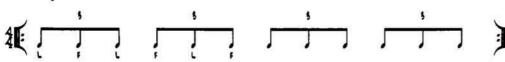
The L and F markings shown underneath the notes represent the sticking patterns: leading hand and following hand.

Group A: Single strokes = 70

a) In 8th notes



b) In triplet 8th notes



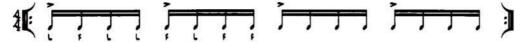
Group B: Double strokes  $\int = 70$ 

a) In 8th notes

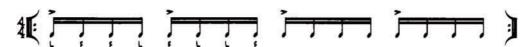


Group C: Paradiddles = 70

a) Standard paradiddle in 16th notes

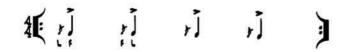


b) Inverted paradiddle in 16th notes



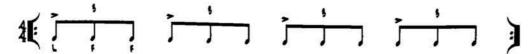
Group D: Flams J = 70

a) Flams in quarter notes



Group E: Triplets = 70

a) Standard triplet in 8th notes



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# Sight Reading or Improvisation & Interpretation

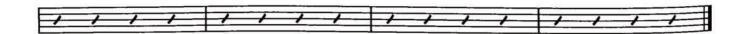
In this section you have a choice between either a sight reading test or an improvisation & interpretation test. Printed below is an example of the type of **sight reading** test you are likely to encounter in the exam. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome.





Printed below is an example of the type of **improvisation & interpretation** test you are likely to encounter in an exam. You will be asked to play an improvised groove for 8 bars in one of the following styles: blues, rock, funk or jazz. The basis of the groove to be improvised is given in the first two bars. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome.





## **Ear Tests**

You will find two ear tests in this grade. The examiner will play each test to you twice on CD.

#### Test 1

You will be asked to identify a drum fill made up of a number of note value combinations played on the snare drum. An example of this type of test is shown below.



Answer: (i)

- (i) a pair of 8th notes
- (ii) a quarter note
- (iii) a pair of 8th notes
- (iv) two 16th notes and an 8th note

### Test 2

You will be asked to play back on your drums a four bar drum groove using the following drum voices: crash cymbal, hi hat, snare drum and kick drum. An example of this type of test is shown below.





In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. In addition there is a fill exercise which you will play using the designated backing track on the CD. You do not need to memorise the exercises (and can use your book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns. Group A should be played at  $\sqrt{\phantom{a}} = 75$ . Groups B-E should be played at  $\sqrt{\phantom{a}} = 70$ .

#### **Group A: Single Strokes**

You will be asked to play this as a continuous sequence.



#### **Group B: Double Strokes**

1. In sixteenth notes



#### Group C: Paradiddles

1. Standard paradiddle in sixteenth notes moving around the toms



2. Inverted paradiddle in sixteenth notes moving around the toms



#### Group D: Flams & Drags

1. Flams in quarter notes



## 2. Drags in quarter notes



## **Group E: Triplets**

### 1. Standard triplet



#### 2. Reversed triplet



## **Group F: Fill**

In the exam you will be asked to play the three bar groove shown below followed by one of the notated fills chosen by the examiner. You will perform this exercise in the exam to the backing track on the CD.



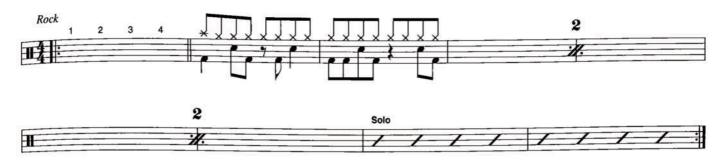
In this section you have a choice between **either** a sight reading test **or** an improvisation & interpretation test (see facing page). Printed below is the type of sight reading test you are likely to encounter in the exam. The piece will be composed in the style of either rock or blues. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome. The tempo is  $\frac{1}{2} = 70$ .



# Improvisation & Interpretation



Printed below is an example of the type of improvisation & interpretation test you are likely to encounter in an exam. You will be asked to play an improvised groove to a backing track in the style of rock or blues played by the examiner on a CD. An initial groove of two bars will be notated and you should include a two bar solo at the end of the eight bar sequence. You will be allowed 30 seconds to prepare and the examiner will set the tempo. You will then be allowed to practise through one playing of the test on the CD before playing it a second time for the exam. This test is continuous with a one bar count in at the beginning and after the practice session. The tempo is  $\sqrt{\phantom{a}} = 90$ .





There are two ear tests in this grade. The examiner will play each test to you on CD. You will find one example of each type of test you will be given in the exam printed below.

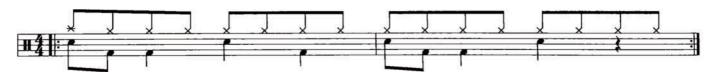
### **Test 1: Fill Recognition**

The examiner will play you one bar of snare drum fill twice on a CD and you will then be asked to play it back. You will then be asked to identify the fill from the two printed examples shown below. The tempo is  $\sqrt{\phantom{a}} = 70$ .



#### **Test 2: Groove Recall**

The examiner will play you a two bar drum groove repeated on a CD twice. You will be asked to play back the groove as you have heard it on the CD. The tempo is  $\frac{1}{2} = 80$ .



## **General Musicianship Questions**

You will be asked five General Musicianship Questions at the end of the exam. The examiner will ask questions based on pieces you have played in the exam. Some of the theoretical topics can be found in the Technical Exercises.

#### Topics:

- i) Music theory
- ii) Knowledge of your instrument

The music theory questions will cover the recognition of the following at this grade:

Drum voices on the stave
Note values
Rests
Time Signatures
Repeat markings (including first and second time bars)
Dynamic markings (p, mp, mf and f)
Cresc. and dim.
D.S. and D.C. al Coda

The instrument knowledge questions will cover the following topics at this grade:

Names and position of all drum voices Procedures for tuning drums Procedures for changing a snare drum head Knowledge of principal drum makes

Questions on all these topics will be based on pieces played by you in the exam. Tips on how to approach this part of the exam can be found in the Rockschool Companion Guide and on the Rockschool website: www.rockschool.co.uk.

## **Technical Exercises**

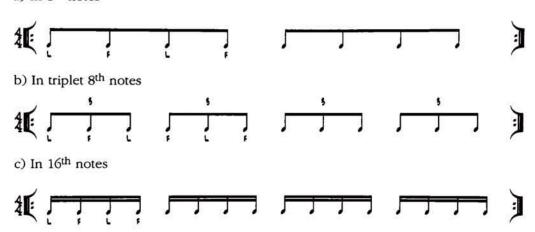
In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The L and F markings shown underneath the notes represent the sticking patterns: leading hand and following hand.

## Group A: Single and double strokes = 75

You will be asked to play this group of three exercises as a continuous sequence (including the repeats as shown), in either single or double strokes. The examples shown below are in single strokes.

a) In 8th notes



## Group B: Paradiddles = 75

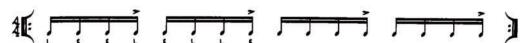
a) Standard Paradiddle in 16th notes



b) Inverted Paradiddle in 16th notes



c) Inverted Paradiddle in 16th notes with displaced accents



16

Group C: Rolls  $\int = 70$ 

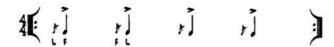
7: 20

a) Five stroke roll



Group D: Flams and drags  $\int = 70$ 

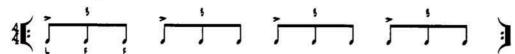
a) Flams in quarter notes



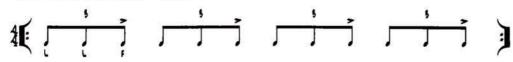
c) Drags in quarter notes

Group E: Triplets  $\int = 80$ 

a) Standard triplet in 8th notes

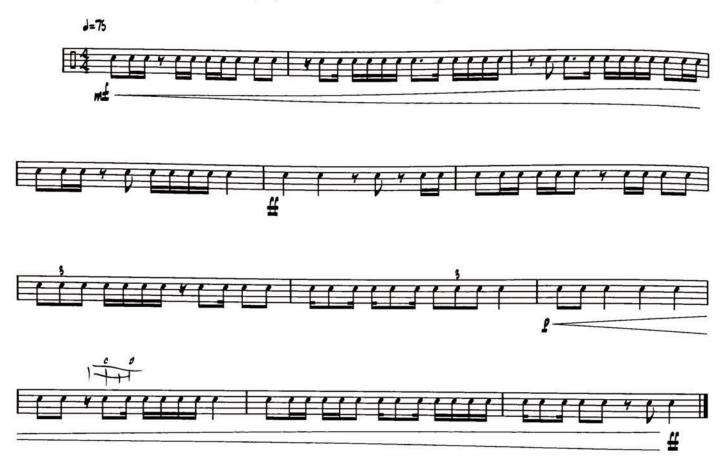


b) Reversed triplet in 8th notes



# Sight Reading or Improvisation & Interpretation

In this section you have a choice between either a sight reading test or an improvisation & interpretation test. Printed below is an example of the type of **sight reading** test you are likely to encounter in the exam. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome.



Printed below is an example of the type of **improvisation & interpretation** test you are likely to encounter in an exam. You will be asked to play an improvised groove for 12 bars in one of the following styles: blues, rock, funk or jazz. The basis of the groove to be improvised is given in the first two bars. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome.



## **Ear Tests**

You will find two ear tests in this grade. The examiner will play each test to you twice on CD.

### Test 1

You will be asked to identify a drum fill made up of a number of note value combinations played on the snare drum. An example of this type of test is shown below.



- Answer: (i) two 16th notes and an 8th note
  - (ii) a dotted 8th note and a 16th note
  - (iii) an 8th note and two 16th notes
  - (iv) a set of triplet 8th notes

#### Test 2

You will be asked to play back on your drums a four bar drum groove using the following drum voices: crash cymbal, hi hat, snare drum and kick drum. An example of this type of test is shown below.



# **General Musicianship Questions**

You will be asked five General Musicianship Questions at the end of the exam.

### **Topics:**

- i) Musical knowledge
- ii) Knowledge of your instrument

The musical knowledge questions will cover the following topics at this grade:

Recognition of drum voices on the stave
Note values
Rests
Time signatures
D.S. and D.C. al Coda
Dynamic markings (p, mp, mf and f)
Repeat markings
Cresc. and dim.
Fills, rhythm types, pulse, groove and feel

The instrument knowledge questions will cover the following topics at this grade:

Names and position of all drum voices Procedure for changing a snare drum head Procedure for tuning drums

Questions on all these topics will be based on pieces played by you in the exam

## **Technical Exercises**

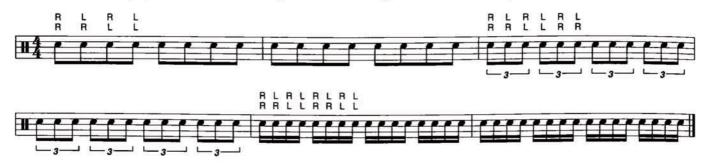


In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. In addition there is a fill exercise which you will play using the designated backing track on the CD. You do not need to memorise the exercises (and can use your book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns. All exercises must be played to a metronome click.

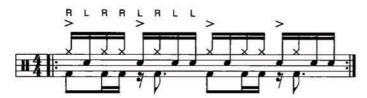
## Group A: Single & Double Strokes = 80

You will be asked to play this as a continuous sequence in either single or double strokes by the examiner

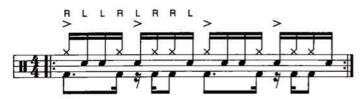


## Group B: Paradiddles = 80

1. Standard paradiddle in sixteenth notes using snare and hi hat (kick drum follows hi hat)



2. Inverted paradiddle in sixteenth notes using snare and hi hat (kick drum follows hi hat)

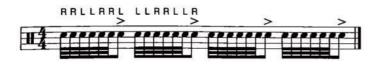


## Group C: Rolls =75

1. Five stroke roll



2. Seven stroke roll



## Group D: Flams, Drags & Ruffs 1=80

1. Flams in triplet eighth notes



2. Drag Tap



3. Ruffs in quarter notes



## Group E: Hands & and Feet Patterns J=90

1. Pattern 1



2. Pattern 2



3. Pattern 3



4. Pattern 4



### Group F: Fill

In the exam you will be asked to play the three bar groove shown below followed by the second bar of one of the Hands & Feet patterns (A-D) shown in Group E above chosen by the examiner. You will perform this exercise in the exam to the CD backing track.



# **Sight Reading**

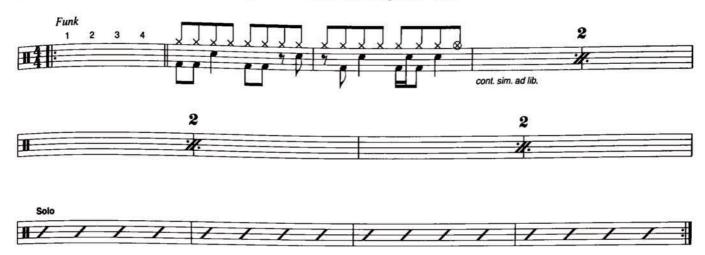
In this section you have a choice between either a sight reading test or an improvisation & interpretation test (see facing page). Printed below is the type of sight reading test you are likely to encounter in the exam. At this level there is also an element of improvisation. This is in the form of a two bar drum fill. This piece will be composed in the style of blues, rock, funk or jazz and will be twelve bars long and may contain repeats. The examiner will allow you 90 seconds to prepare it and will set the tempo for you on a metronome. The tempo is  $\frac{1}{2} = 90$ .



# Improvisation & Interpretation



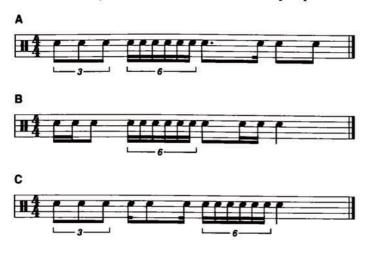
printed below is an example of the type of improvisation & interpretation test you are likely to encounter in an exam. At this level there is a small element of sight reading. This takes the form of a two bar groove at the beginning of the test. You will be asked to play the groove and continue an improvised line to a backing track lasting twelve bars in the style of blues, rock, funk or jazz played by the examiner on CD. You will be allowed 30 seconds to prepare. You will then be allowed to practise through one playing of the test on the CD before playing it a second time for the exam. This test is continuous with a one bar count in at the beginning and after the practice session. The tempo is J = 100.



There are two ear tests in this grade. The examiner will play each test to you on CD. You will find one example of each type of test you will be given in the exam printed below.

### **Test 1: Fill Recognition**

The examiner will play you one bar of snare drum fill twice on a CD and you will be asked to play it back. You will then be asked to identify the fill from a set of three examples provided. The tempo is  $\sqrt{\phantom{a}} = 70$ .



#### **Test 2: Groove Recall**

The examiner will play you a two bar groove repeated on a CD twice. You will be asked to play back the groove as you have heard it on the CD. The examiner will then ask you to identify the style of the groove you have played from a list of three possibilities. A full list of potential styles is printed in the Syllabus Guide. The tempo is J = 105.



## **General Musicianship Questions**

You will be asked five General Musicianship Questions at the end of the exam. The examiner will ask questions based on pieces you have played in the exam. Some of the theoretical topics can be found in the Technical Exercises.

#### Topics:

- i) Music theory
- ii) Knowledge of your instrument

The music theory questions will cover the recognition of the following at this grade:

Any and all music signs as displayed on the stave

The instrument knowledge questions will cover the following topics at this grade:

Names and position of all drum voices Procedures for tuning drums Procedures for changing a snare drum head Stylistic awareness of cymbal sounds as played in the pieces

Questions on all these topics will be based on pieces played by you in the exam. Tips on how to approach this part of the exam can be found in the Rockschool Companion Guide and on the Rockschool website: www.rockschool.co.uk.

## **Technical Exercises**

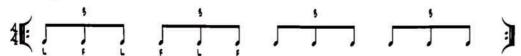
In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The L and F markings shown underneath the notes represent the sticking patterns: leading hand and following hand.

## Group A: Single and double strokes = 80

You will be asked to play this group of three exercises as a continuous sequence (including the repeats as shown), in either single or double strokes. The examples shown below are in single strokes.

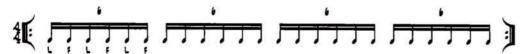
a) In triplet 8th notes



b) In 16th notes



c) In sextuplet 16th notes

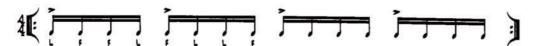


Group B: Paradiddles = 90

a) Standard Paradiddle in 16th notes



b) Inverted Paradiddle in 16th notes



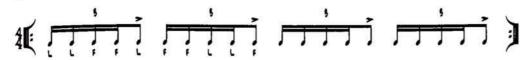
c) Paradiddlediddle in sextuplet 16th notes



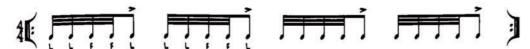
16

Group C: Rolls = 80

a) Five stroke roll



b) Five stroke roll (alternative pattern)



c) Seven stroke roll



Group D: Flams, drags and ruffs = 90

a) Flams in 8th notes

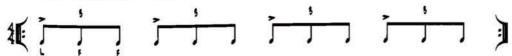
b) Flams in triplet 8th notes

c) Drags in quarter notes

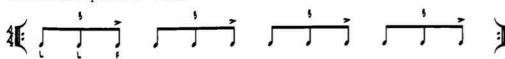
d) Ruffs in quarter notes

Group E: Triplets J = 100

a) Standard triplet in 8th notes



b) Reversed triplet in 8th notes

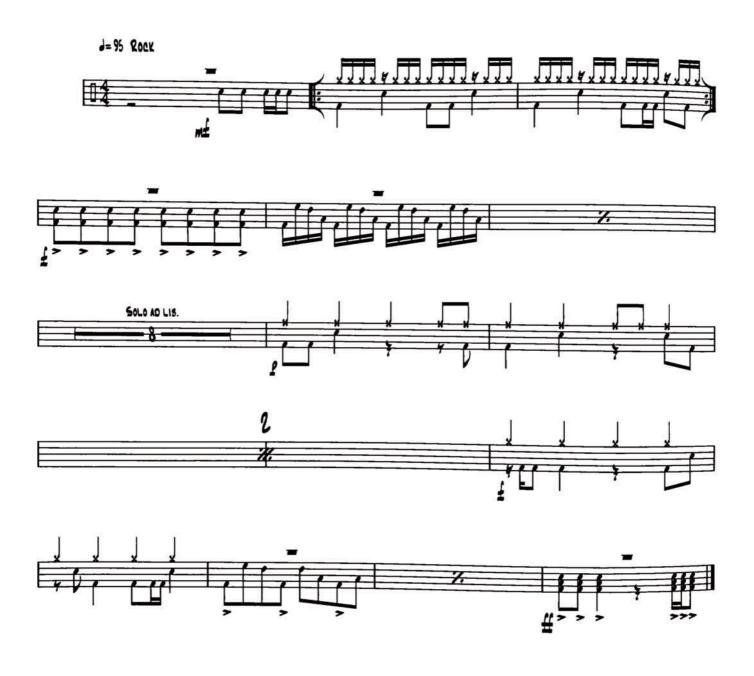


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# **Quick Study Piece**

At this grade you will be asked to prepare a short Quick Study Piece which will be given for you to prepare 20 minutes before entering the exam room. You should be prepared to play a QSP in any of the following styles: blues, rock, funk or jazz. The QSP is in the form of a lead sheet and it is up to you to create your interpretation of the music, particularly where you have to compose and perform your own part.

Printed below is an example of the type of QSP you are likely to receive in the exam.

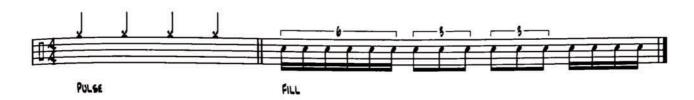


# **Ear Tests**

You will find two ear tests in this grade. The examiner will play each test to you twice on CD.

## Test 1

You will be asked to identify a drum fill made up of a number of note value combinations played on the snare drum. An example of this type of test is shown below.



Answer: (i) a set of sextuplet 16th notes

- (ii) a set of triplet 8th notes
- (iii) a set of triplet 8th notes
- (iv) four 16th notes

## Test 2

You will be asked to play back on your drums a four bar drum groove using the following drum voices: crash cymbal, hi hat, snare drum and kick drum. An example of this type of test is shown below.



# **General Musicianship Questions**

You will be asked five General Musicianship Questions at the end of the exam.

## **Topics**:

- i) Musical knowledge
- ii) Knowledge of your instrument

The musical knowledge questions will cover the following topics at this grade:

· Any and all music signs as displayed on the staff

The instrument knowledge questions will cover the following topics at this grade:

- All aspects of drums construction
- Recognition of main drums makes
- · Care and maintenance of drums, hardware and cymbals

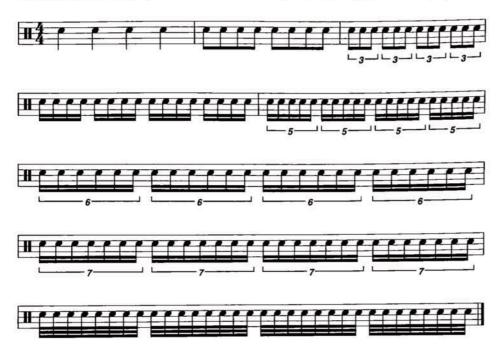
Questions on all these topics will be based on pieces played by you in the exam

In this section, the examiner will ask you to play a selection of exercises drawn from each of the four groups shown below. In addition there is a fill exercise which you will play using the designated backing track on the CD. You do not need to memorise the exercises (and can use your book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The stickings shown (L & R) are there as a guide for right handed drummers. Left handed drummers should reverse the sticking patterns.

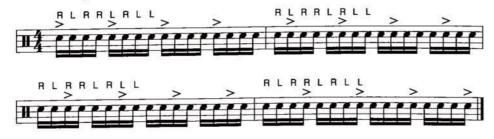
## Group A: Single Strokes =65

You will be asked to play this as a continuous sequence in single strokes only by the examiner



## Group B: Paradiddles =80

1. Standard paradiddle with moving accent



## Group C: Flams & Paradiddle-diddles J = 90

1. Paradiddle-diddle in sextuplet sixteenth notes



2. Alternative paradiddle-diddle in sextuplet sixteenth notes



3. Moving flams in triplet eighth notes



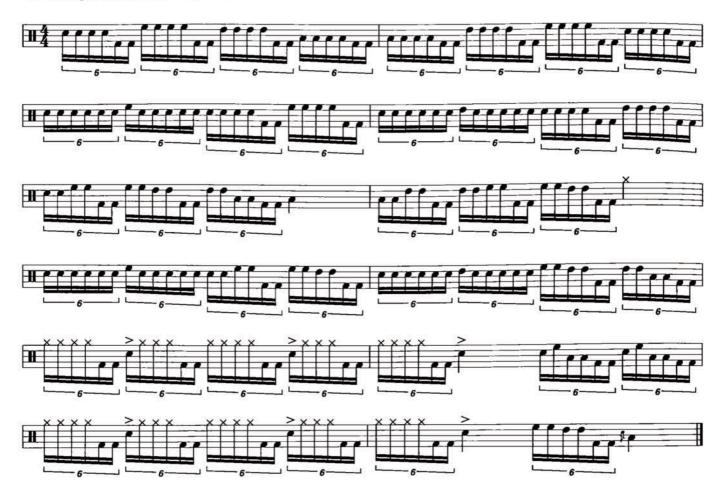
## **Group D: Techniques Solos**

You will be asked by the examiner to play one of the examples shown below to the backing track in the exam.

1. In sixteenth notes  $\sqrt{=100}$ 



2. In sextuplet sixteenth notes  $\sqrt{\phantom{a}}=70$ 



At this grade you will be asked to prepare a short Quick Study Piece (QSP) which will be given for you to prepare with audio 20 minutes before entering the exam room. You should be prepared to play a QSP in any of the following styles: blues, rock, funk, Latin or jazz. The QSP is in the form of a lead sheet and it is up to you to create your own interpretation of the music, particularly where you have to compose and perform your own part. You will then perform the piece to a backing track in the exam.

Printed below is an example of the type of QSP you are likely to receive in the exam. The CD contains an idealised version and a backing track.

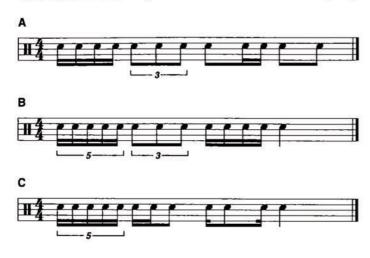




There are two ear tests in this grade. The examiner will play each test to you on CD. You will find one example of each type of test you will be given in the exam printed below.

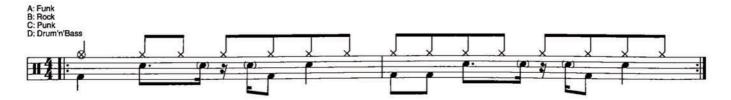
#### **Test 1: Fill Recognition**

The examiner will play you one bar of snare drum fill twice on a CD and you will then be asked to play it back. You will then be asked to identify the fill from a set of three examples provided. The tempo is  $\frac{1}{2} = 70$ .



#### **Test 2: Groove Recall**

The examiner will play you a two bar groove repeated on a CD twice. You will be asked to play back the groove as you have heard it on the CD. The examiner will then ask you to identify the style of the groove you have played from a list of four possibilities. A full list of potential styles is printed in the Syllabus Guide. The tempo is  $\frac{1}{2} = 140$ .



## General Musicianship Questions

You will be asked five General Musicianship Questions at the end of the exam. The examiner will ask questions based on pieces you have played in the exam. Some of the theoretical topics can be found in the Technical Exercises.

#### Topics:

- i) Music theory
- ii) Knowledge of your instrument
- iii) History and styles

The music theory questions will cover the recognition of the following at this grade:

Any and all music signs as displayed on the stave

The instrument knowledge questions will cover the following topics at this grade:

All aspects of drum construction Care and maintenance of drums, hardware and cymbals Knowledge of use of different cymbals for different styles Knowledge of use of different sized kits for different styles

The history and style questions will cover the following topics:

Styles associated with famous players History of style development Impact of famous players on playing styles

Questions on all these topics will be based on pieces played by you in the exam. Tips on how to approach this part of the exam can be found in the Rockschool Companion Guide and on the Rockschool website: www.rockschool.co.uk.

## **Technical Exercises**

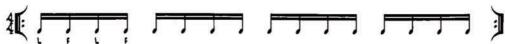
In this section, the examiner will ask you to play a selection of exercises drawn from each of the five groups shown below. You do not need to memorise the exercises (and can use the book in the exam) but the examiner will be looking for the speed of your response. The examiner will also give credit for the level of your musicality.

The L and F markings shown underneath the notes represent the sticking patterns: leading hand and following hand.

## Group A: Single and double strokes = 100

You will be asked to play this group of four exercises as a continuous sequence (including the repeats as shown), in either single or double strokes. The examples shown below are in single strokes.





c) In sextuplet 16th notes

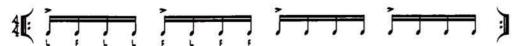


d) In 32<sup>nd</sup> notes

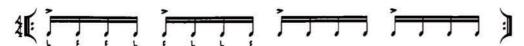


Group B: Paradiddles = 100

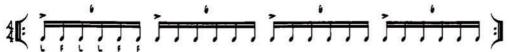
a) Standard paradiddle in 16th notes



b) Inverted Paradiddle in 16th notes



c) Paradiddlediddle in sextuplet 16th notes

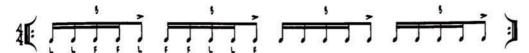


d) Alternative paradiddlediddle in sextuplet 16th notes

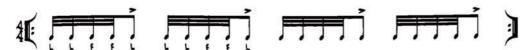


Group C: Rolls = 100

a) Five stroke roll



b) Five stroke roll (alternative pattern)



c) Seven stroke roll



d) Nine stroke roll



Group D: Flams, drags and ruffs = 100

a) Flams in 8th notes

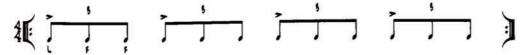
b) Flams in triplet 8th notes

c) Drags in quarter notes

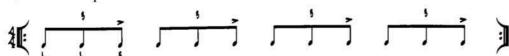
d) Ruffs in quarter notes

Group E: Triplets = 120

a) Standard triplet in 8th notes



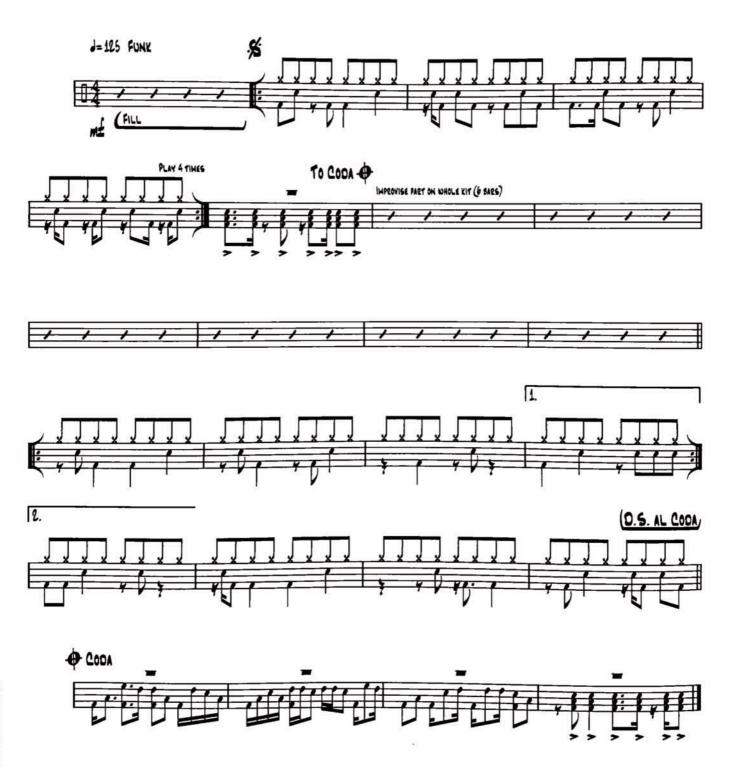
b) Reversed triplet in 8th notes



# **Quick Study Piece**

At this grade you will be asked to prepare a short Quick Study Piece which will be given for you to prepare 20 minutes before entering the exam room. You should be prepared to play a QSP in any of the following styles: blues, rock, funk or jazz. The QSP is in the form of a lead sheet and it is up to you to create your interpretation of the music, particularly where you have to compose and perform your own part.

Printed below is an example of the type of QSP you are likely to receive in the exam.



# **Ear Tests**

You will find two ear tests in this grade. The examiner will play each test to you twice on CD.

### Test 1

You will be asked to identify a drum fill made up of a number of note value combinations played on the snare drum. An example of this type of test is shown below.

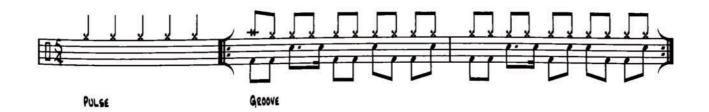


Answer: (i) one set of triplet 8th notes

- (ii) a second set of triplet 8th notes, with a rest on the downbeat
- (iii) a pair of 8th notes
- (iv) a quintuplet of 16th notes

### Test 2

You will be asked to play back on your drums a four bar drum groove using the following drum voices: crash cymbal, hi hat, snare drum and kick drum. An example of this type of test is shown below.



# **General Musicianship Questions**

You will be asked five General Musicianship Questions at the end of the exam.

## **Topics:**

- i) Musical knowledge
- ii) Knowledge of your instrument
- iii) History and styles

The musical knowledge questions will cover the following topics at this grade:

· Any and all music signs as displayed on the staff

The instrument knowledge questions will cover the following topics at this grade:

- All aspects of drums construction
- Recognition of main drums makes
- · Care and maintenance of drums, hardware and cymbals

The history and style questions will cover the following topics:

- Styles associated with famous players
- · History of style development
- •Impact of famous players on playing styles

Questions on all these topics will be based on pieces played by you in the exam